

Weekly report (2013.8.19 ~8.25)

Done

- 1) Help review three papers, one for HPC, one for CAD Graphics and one for Big Data.
HPC: 近百 TB 级的天文时序粒子数据可视化
Big Data: VisReduce: Fast and responsive incremental information visualization of large
CAD Graphics: Fast Image Encoding and Parallel Compositing on GPU Cluster
- 2) Revise chapter 7 of the game textbook again to enhance its connection to game development.
- 3) For meteorology project, Tianye has already made some basic attempts with Equalizer and the framework can run in a small cluster. But there is still many issues to explore, such as the data transfer, so I began to read its document and tried to understand the whole framework.

To Do

- 1) Focus on the meteorology project, learning Equalizer and try transferring some basic openGL from the original edition based on a single node to a cluster based on Equalizer.